Name		ORIGIN		ALIGNMENT	
Sex		BACKGROUND		MORALITY	
RACE		Career		Age	

	Value	Modifier
ATTACK		
BODY		
AGILITY		
MIND		
WILL		

Health	
Magic Points	
Dodge	
Initiative	
Movement	

LIGHT ENCUMBRANCE	
MEDIUM ENCUMBRANCE	
HEAVY ENCUMBRANCE	
TOTAL ENCUMBRANCE	

ARMOR / CLOTHING	AP

SHIELD	Block

HEADGEAR

NECKLACE

PRIMARY WEAPON	Attack	Damage	Critical	Material	Type	Source	Weight
SECONDARY WEAPON							

CLOAK / BACK ITEM	GAUNTLET / BRACES	RING ITEM 1	RING ITEM 2	BOOTS	COINS

TRAITS	

Interaction Bonuses	
Interaction Penalties	

FEAT	FEAT

POUCH ( )

BAG ( )

BACKPACK ( )

ACTIVE ITEM 1

ACTIVE ITEM 2

BASIC SKILL	Source	Ranks	Modifier	Bonus	Penalty	Total Modifier
BARGAIN	MIND					
BLUFF	MIND					
CLIMB	AGILITY					
CLIMB	BODY					
HIDE	AGILITY					
HIDE	MIND					
INTIMIDATE	WILL					
JUMP	BODY					
KNOWLEDGE (COMMON)	MIND					
LISTEN	MIND					
PERSUADE	MIND					
SEARCH	MIND					
SENSE MOTIVE	MIND					
SNEAK	AGILITY					
SPOT	MIND					
SWIM	BODY					

ADVANCED SKILL	Source	Ranks	Modifier	Bonus	Penalty	Total Modifier